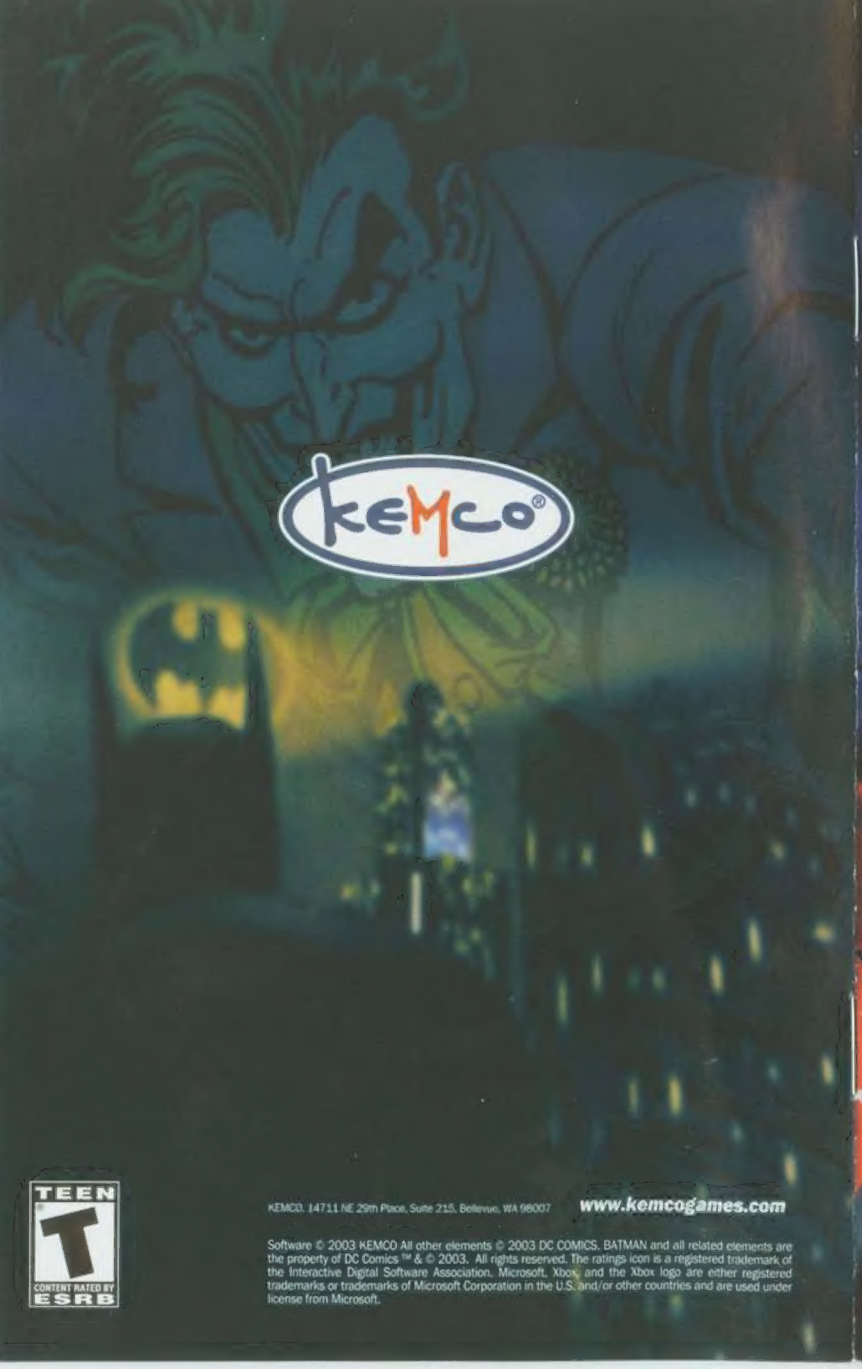

kemco®

TEEN
T
CONTENT RATED BY
ESRB

KEMCO. 14711 NE 29th Place, Suite 215, Bellevue, WA 98007 www.kemcogames.com

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XBOX

BATMAN™

DARK TOMORROW™

DC™

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: Lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

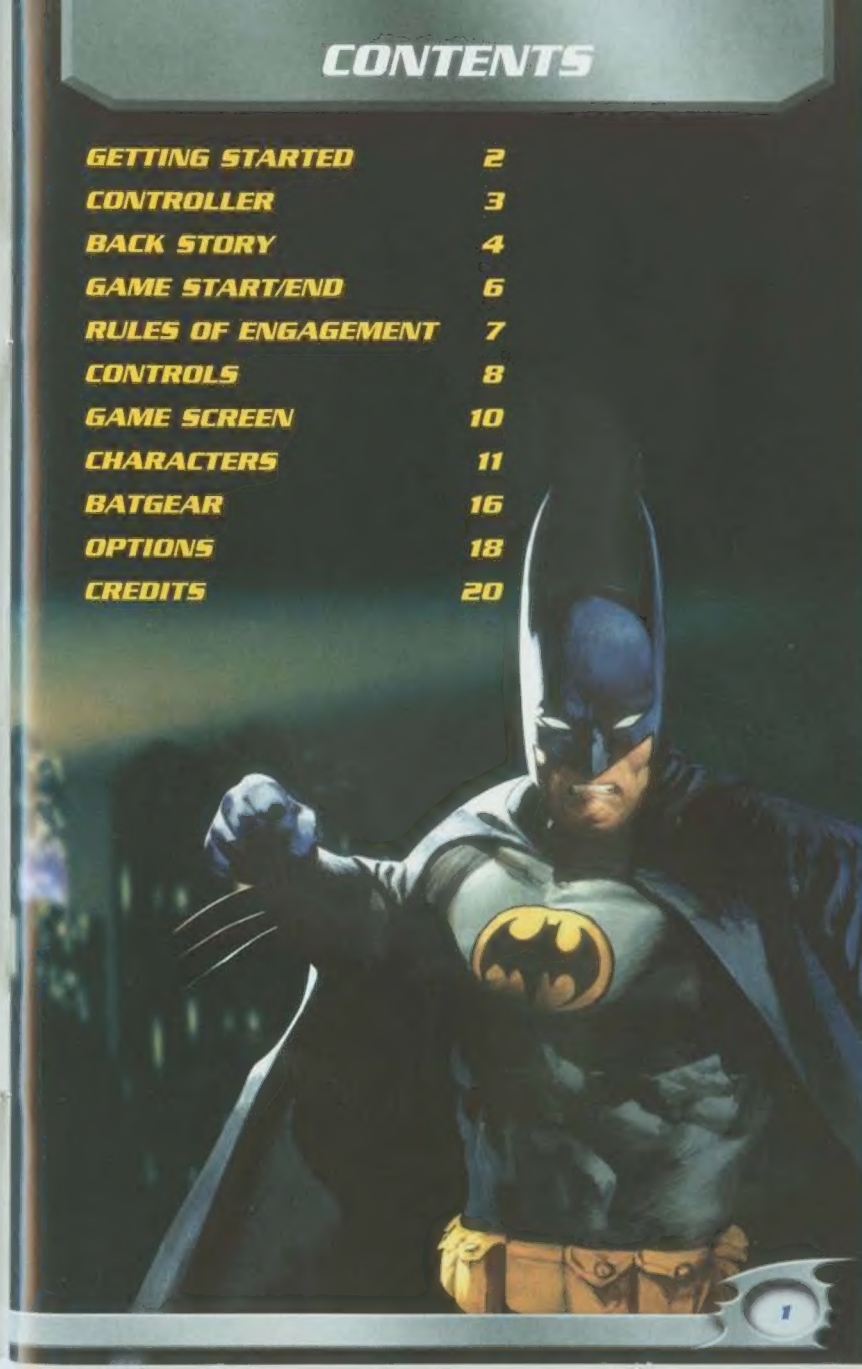
OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

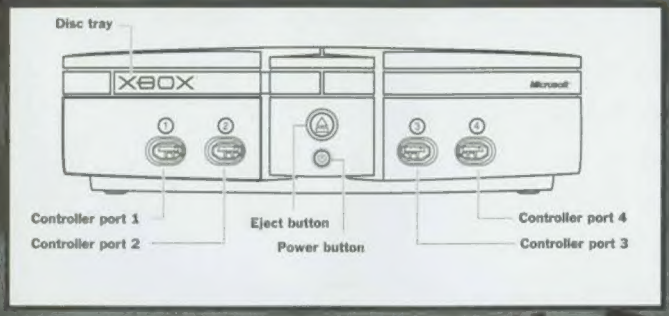
CONTENTS

GETTING STARTED	2
CONTROLLER	3
BACK STORY	4
GAME START/END	6
RULES OF ENGAGEMENT	7
CONTROLS	8
GAME SCREEN	10
CHARACTERS	11
BATGEAR	16
OPTIONS	18
CREDITS	20



GETTING STARTED

USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Batman: Dark Tomorrow** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **Batman: Dark Tomorrow**.

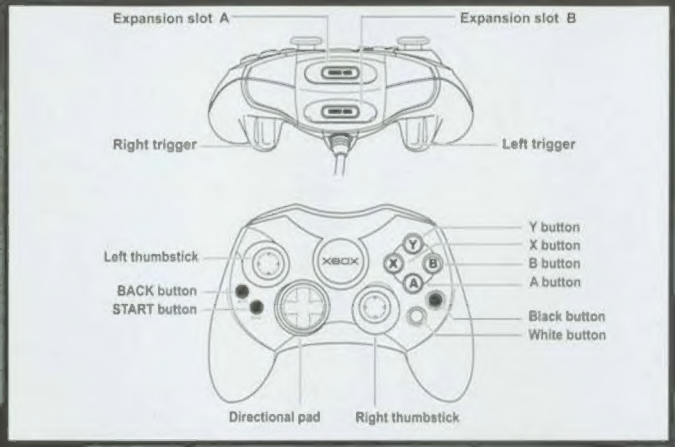
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

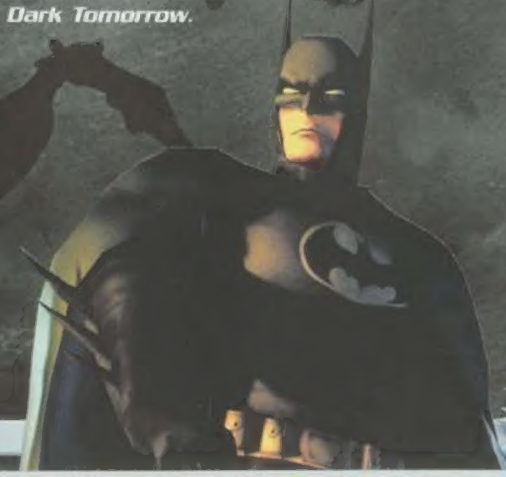
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

CONTROLLER

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Batman: Dark Tomorrow**.



BATMAN™

DARK TOMORROW™

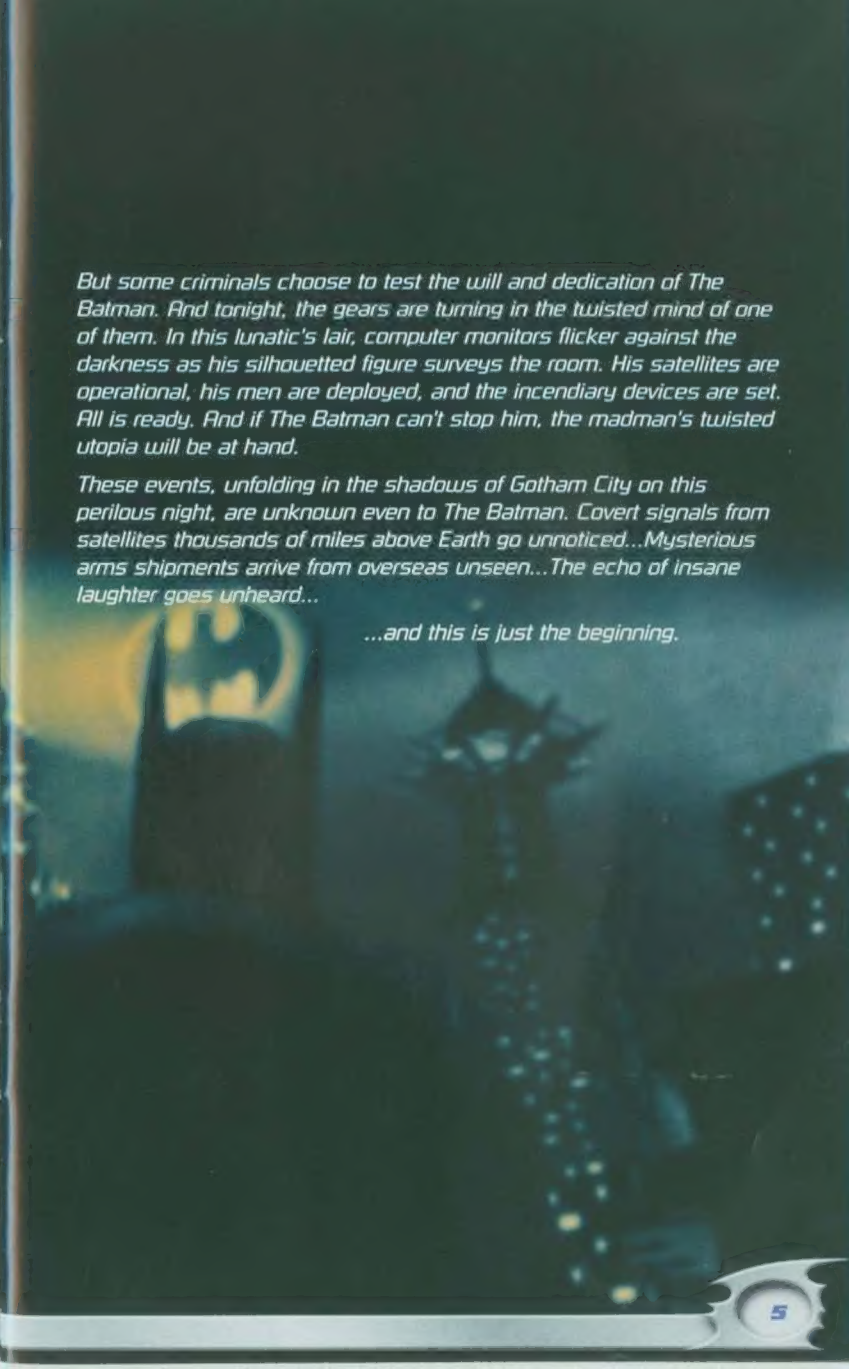
As the sun sets, we collectively and unknowingly mark the eve of a Dark Tomorrow...

Bruce Wayne stands in his study, looking out of his large windows, lost in thought and haunted by the most horrific and traumatizing event of his childhood–the murder of his parents before his eyes. Since that fateful crime took place, Bruce has conditioned himself to peak physical and mental perfection. And in order to strike fear into the hearts of criminals, he dons the image of a bat for his nightly crusade of vigilance, where he ensures that the innocents of Gotham City remain safe.

But some criminals choose to test the will and dedication of The Batman. And tonight, the gears are turning in the twisted mind of one of them. In this lunatic's lair, computer monitors flicker against the darkness as his silhouetted figure surveys the room. His satellites are operational, his men are deployed, and the incendiary devices are set. All is ready. And if The Batman can't stop him, the madman's twisted utopia will be at hand.

These events, unfolding in the shadows of Gotham City on this perilous night, are unknown even to The Batman. Covert signals from satellites thousands of miles above Earth go unnoticed...Mysterious arms shipments arrive from overseas unseen...The echo of insane laughter goes unheard...

...and this is just the beginning.



GAME START/END

GAME START

Power on your Xbox console and insert the game disc.

MAIN MENU

At the Main Menu Screen, select "NEW GAME" to start a new game. Select "LOAD GAME" to load a saved game from the Xbox hard disk. You can save game data by pressing START while playing the game. Select "OPTIONS" to select various configurations. (Refer to page 18 for information regarding "OPTIONS" features).

GAME END

If Batman is injured and his physical energy (HP) reaches zero, the game will end. Select "CONTINUE" at the "Game Over" Screen to restart the game from the beginning of the stage that you last played. Select "QUIT GAME" to end the game.

RULES OF ENGAGEMENT

Game play in Batman: Dark Tomorrow alternates between highly compelling cinematic sequences and challenging game play. The movie-like episodes often introduce vital information or clues that can help you overcome obstacles in upcoming game sequences. It's also important to pick up as many items as possible in each stage, especially newspapers or seemingly ordinary scraps or notes. These thorough searches may yield vital clues that can help you in the future.

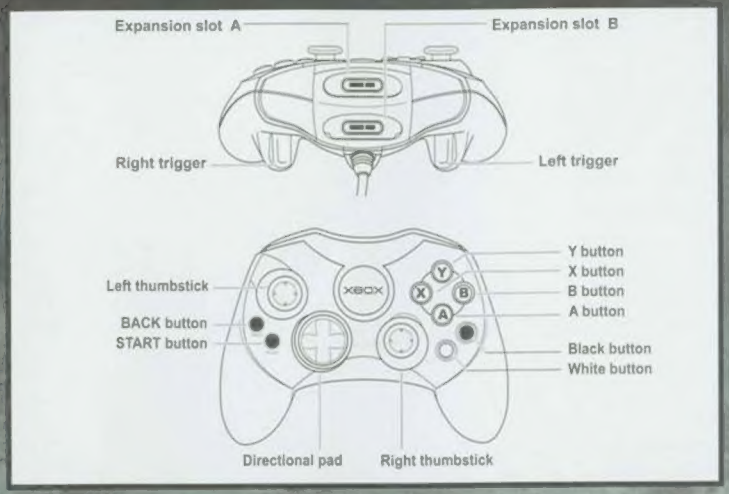
Throughout the game, you'll encounter common thugs, psychopathic killers, and criminal masterminds. Because Batman has vowed to never take a life, he relies on his expert fighting skills during combat. A well-placed punch or kick will incapacitate almost any enemy.

Batarangs and Smoke Capsules are non-lethal devices that will be invaluable tools against the criminals of Gotham. Batarangs are ideal for disabling enemies at a distance, while Smoke Capsules are useful to distract, confuse or temporarily blind enemies.

BATARANG

SMOKE CAPSULE

CONTROLS



◀ / ▶ — Selects Batgear or other items.

▲ — Switches between Batgear and other items.

▼ — Automatically switches to the Medical Kit.

right thumbstick — Click the right thumbstick to change the Motion Mode among "Normal (walk/run)", "Stealthy steps", and "Crouch". While in Nightvision mode, use the right thumbstick to change view point.

left thumbstick — Nightvision mode. Used to see in the dark. Viewed from a first-person perspective.

START — Pauses the game. Selects menu.

On the menu you'll find the following features:

BATGEAR	Displays Batgear inventory.
ITEM LIST	Displays item inventory.
CHARACTER LIST	Displays a list of game characters.
GAME OPTIONS	Displays game options.
SAVE GAME	Saves game progress to the hard disk.
QUIT GAME	Ends the game and returns to the Main Menu Screen.

left thumbstick — Moves Batman. When Motion Mode is "Normal", you can make Batman run or walk depending on how much pressure you apply against the left thumbstick.

A button — Punch. While pressing down the Left trigger, tap the A button repeatedly to deliver a Combination Attack. Keep in mind that if you're kneeling, you can't deliver a Combination Attack. To open a door or use a switch, stand in front of it and press the A button.

X button — Kick. While pressing down the Left trigger, tap the X button repeatedly to deliver a Combination Attack. Keep in mind that if you're kneeling, you can't deliver a Combination Attack. During a jump, press the A or X button to deliver a Jumping Spin Kick.

Y button — Uses the item or Batgear equipment currently selected.

B button — Jump. The height of a jump depends on how long you press the B button. To execute a somersault, press the B button a second time while jumping. While squatting down, press the B button to roll forward. In water, press the B button to swim.

Left trigger — Lean flat against a wall to conceal location from others. Press the B button to move away from the wall.

Right trigger — Use Batcuffs

Press the Left and Right triggers at one time to do a back handspring. While crouching, press them simultaneously to retreat backwards.

GAME SCREEN

STATUS INFORMATION

RADAR DEVICE
Detects enemies around Batman.

RADAR
RED- Enemy who has already noticed Batman.
YELLOW- Enemy who is on alert or defeated.
GREEN- Enemy who has not noticed anything yet.

ENEMY'S FIELD OF VISION
GREEN- View of an enemy who has not noticed anything.
YELLOW GREEN- View of an enemy who is on alert.

At "OPTIONS", you can change configurations of the Radar Device (see page 19 for option features).

ITEM
Displays weapons and items currently available.

HP
Displays Batman's stamina.

CAPE STRENGTH
Batman's cape reduces the damage received by an opponent's attack. After receiving damage, the integrity of the cape decreases, but thanks to Wayne Tech Technology, slowly regenerates over time.

CHARACTERS

BATMAN

By day, Bruce Wayne is the billionaire industrialist head of Wayne Enterprises. By night, he is the Batman – a fearsome figure on a crusade against the criminal underworld of Gotham City. Considered an "urban legend" by the public and a "vigilante" by the GCPD, the Dark Knight Detective maintains a close relationship with Police Commissioner James Gordon. These two men strive to clean up the mean streets of Gotham, from both sides of the law.

ORACLE

Raised as the daughter of Police Commissioner Gordon, Barbara Gordon was secretly the original Batgirl until a bullet from the Joker's gun left her paralyzed from the waist down. Now acting as a computer hacker and information broker, and adopting the codename, "Oracle," Barbara Gordon is an invaluable asset to Batman and his team in their fight against crime.

CHARACTERS

BLACK MASK

Encounter Location: Gazette Square and the Warehouse District

Roman Sionis, now known as crime boss Black Mask, wears the ebony death mask carved from his father's own coffin. Controlling the False Face Society of Gotham, Black Mask and his men seek to rule the Gotham underworld.

KILLER CROC

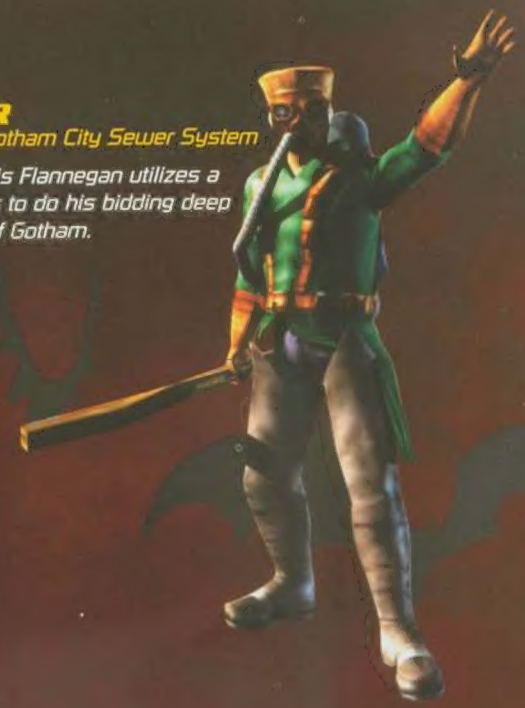
Encounter location: Arkham Asylum

A unique skin disease and a misspent youth in carnival sideshows gave one-time wrestler Waylon Jones the nickname, "Killer Croc." In Gotham, Croc has earned a place in the criminal underworld by living up to his terrifying nickname.

RATCATCHER

Encounter location: Gotham City Sewer System

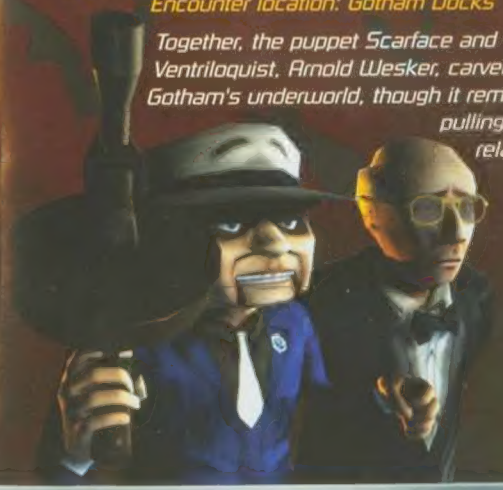
As the Ratcatcher, Otis Flannegan utilizes a brood of loyal rodents to do his bidding deep beneath the streets of Gotham.



SCARFACE AND THE VENTRILOQUIST

Encounter location: Gotham Docks

Together, the puppet Scarface and the allegedly "unwilling" Ventriloquist, Arnold Wesker, carved out a significant niche in Gotham's underworld, though it remains unclear who's really pulling the strings in this bizarre relationship.



CHARACTERS

MR. ZSASZ
Encounter location: Arkham Asylum

Intelligent and cunning, Victor Zsasz is an indiscriminate serial killer whose body count is permanently carved into his skin.

THE JOKER
Encounter location: Arkham Asylum

Unpredictable, manipulative and a ruthless psychopath, the Clown Prince of Crime follows his own logic. Although he is insanely dangerous, the Joker's off-the-wall, manic persona can at times be very amusing, and the lengths to which he will go for a laugh can be very surprising.

MR. FREEZE
Encounter location: Arkham Asylum

In a failed attempt to cryogenically preserve his dying wife, Victor Fries accidentally modified his own metabolism. Now he lives within a specially designed refrigeration suit and dreams of the advent of the next Ice Age.

POISON IVY
Encounter location: Arkham Asylum

Alluring and seductive botanist Pamela Isley prefers the company of plant life to humankind. Armed with her poisonous kiss and the ability to grow fantastic plant monsters, encounters with Poison Ivy usually lead to fatal attractions.

OF COURSE, MORE FOES LURK OUTSIDE GOTHAM CITY...

BATGEAR

Batman relies on a variety of readily available tools to help him fight, recuperate and overcome physical obstructions:

BATCUFFS

Specially designed restraint devices that can only be broken with a diamond-edged cutting tool.

FINGERLIGHT

A compact and powerful light that fits over a fingertip.

NIGHTVISION

Installed inside Batman's cowl, this innovative device collects and amplifies ambient light to penetrate dark areas.

UNIVERSAL TOOL

This highly functional and multipurpose device contains lock-picking tools, a lineman's kit, and can record and playback various audiovisual signals.

BATGRAPPLE

The device fires a grappling hook and 200ft cable allowing the user to ascend and descend.

BATCABLE

Attached to a standard Batarang, the cable can support up to 400lbs. Once thrown, the Batcable can be used to swing across otherwise impassible areas.

BATARANG

A flat, round, ranged weapon designed to be thrown.

SMOKE CAPSULE

A shock-effect device that temporarily confuses and obscures enemy vision. Suitable for offensive as well as defensive situations.

MEDICAL KIT

Equipped with antibiotics and vaccines, this kit facilitates recuperation in the field.

OPTIONS

Customize the visual and audio game configurations at the Options menu. Use the left thumbstick to highlight a feature and press the A button to select or change it.

BGM VOLUME

Select the background music volume level:

MIN (LOW) — MAX (HIGH)

SE VOLUME

Select the sound effects volume level:

MIN (LOW) — MAX (HIGH)

BRIGHTNESS

Toggle the brightness level:

DARK — BRIGHT

STATUS VISIBILITY

Select the brightness level for the Status Display. Selecting "40%", "60%", or "80%" determines the degree of transparency through the Status Display:

40% 60% 80% ON

RADAR DEVICE

Select the brightness of the Radar Display:

OFF 25% 50% 75%

RADAR RANGE

Select the radar range:

50Ft	100Ft	150Ft	200Ft
50 sq.ft.	100 sq.ft.	150 sq.ft.	200 sq.ft.

VIBRATION

Activate or deactivate the Xbox Controller vibration feature:

ON OFF

BUTTON INFORMATION

Toggle the controller function instructions for using Batgear:

ON OFF

CUTSCENE TEXT

Subtitle text can be displayed by choosing ON or OFF:

ON OFF

CREDITS

BASED ON CHARACTERS APPEARING IN MAGAZINES PUBLISHED BY DC COMICS.

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Kevin Duffy Kay Chappell
Bogdan Offenberg

2ND VIOLINS
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Guy Bebb David Herd
Peter Dale Elizabeth Whittam

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SPECIAL THANKS TO DC COMICS

TO THE MEMORY OF
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WARRANTY AND SERVICE INFORMATION

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